

Get Connected with



ACM Siggraph Singapore Chapter

SIGGRAPH Singapore
c/o Centre for Graphics and Imaging Technology
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At Siggraph Singapore Chapter, you:

1. Meet like-minded people

You are part of a group of professionals and enthusiasts in computer graphics, animation and virtual reality. You have opportunities to meet each other at various gatherings the Chapter organizes.

There are all sorts of people in the society - website, games and virtual reality developers, animation artists, graphics professionals, researchers, academics ... People who have talents to offer, people who have jobs looking for talents, people who are just mad about the artistry in computer graphics, people who can make your ideas dance on a computer, they are all here. Aren't you missing out?

2. Keep up-to-date early

You can get the latest technology development fast, from information disseminated through Siggraph, our parent organization in the USA.

For example, we obtain the Siggraph Technical and Electronic Theater videos from the annual Siggraph conference and screen them for our members. Invariably, our audiences are captivated by what they see. They get to learn new things too. We also channel news from individual members to the society at large.

3. Interact at Members' forum

Join in at talks and presentations where we discuss topics of common interest.

There will be lead-speakers on a subject - say on the use of 3D Studio - and you can come and participate, and get tips on how to exploit the

system to the full. Or the topic may be on graphics hardware - what you should look out for and which system gives the best value for money.

This is a lively place where we bounce ideas - you can catch and exploit them. You can exhibit your creative flair too, either by leading a discussion or just participating.

4. Attend Technical talks

This is somewhat more technical than the Members' Forum. An expert will discuss how certain techniques work, such as ray tracing for photo-realistic rendering, or intelligent life-like animation. Such sessions will let you know how to best exploit a technique, and what not to do. It will also cover breaking technology - what you can expect to see in the next generation of graphics and animation systems. Whenever the opportunity arises, we invite experts of international renown.

5. Visit companies and institutions

We organize visits to interesting places that do work in our field. Places include the Computer Graphics Research Lab at NUS, the Centre for Graphics and Imaging Technology at NTU, the Digital Media Design Centre at Nanyang Polytechnic, and the Institute for High Performance Computing at the Science Park.

6. Help make it all happen

Come and be a part of a community which aims to enrich Singapore in computer graphics, animation and virtual reality, and in the process, enrich ourselves. We value your contribution, however big (or small). We are all volunteers, with our heart and mind in the right place. That's all you need to have to join us.

Be a Friend of Siggraph Singapore Chapter (FSSC)

The ACM Siggraph Singapore Chapter (SSC) works exclusively with volunteers. The Chapter actively promotes computer graphics, multimedia and virtual reality related activities, with events such as seminars, conferences and exhibitions, and serves as a resource centre for up-to-date information on the technologies.

The Chapter is organised and is operated exclusively for educational, scientific and artistic purposes. Its objects are:

1. To promote an increased knowledge of and interest in the educational, scientific and artistic aspects and applications of modern computing in computer graphics.
2. To provide a means of communication between persons having an interest in computer graphics.
3. To support activities complimentary to the ACM, Siggraph, and other ACM and Siggraph activities in Singapore.

SSC depends very much on the support of companies to help fund its activities. You are hereby invited to be a friend of SSC (FSSC). By sponsoring an amount of \$300, your company will be accorded the following benefits:

1. Acknowledgment and having your company logo on our website for a year.
2. Cross linking your company website with ours.
3. 1-year SSC membership for 1 person in your company.
4. Receiving advance information on SSC planned activities.

For further enquiry, please contact:
Treasurer, Dr Tian Feng at asftian@ntu.edu.sg

Membership Application Form

Title: Prof/Dr/Mr/Ms*
Name: _____
(Surname first please)

IC/Passport Number: _____
Telephone: _____
Fax: _____

Company /Institution (if student) _____

Correspondence Address: _____

E-mail address: _____

I am applying as a voting/student* member.
I am/am not* an ACM member.
(* Please delete as appropriate)

A bit about yourself (Please tick one or more of the appropriate boxes)

Your professional activities:

Graphics Artist/Animator
System Developer
Manager
Teacher/Lecturer/Professor

Others (please specify) _____

Your areas of interest in computer graphics:

Graphics Art System Development
Animation Multimedia
Virtual Reality World Wide Web

Others (please specify) _____

Our aims: To promote an increased knowledge of and interest in the educational, scientific and artistic aspects and applications of modern computing in computer graphics, and to provide a forum for communication between persons having an interest in computer graphics.

Membership rates:

Voting - 1 year: S\$30, 2 Years: S\$50, 3 years: S\$60
Student - 1 year: S\$10, 2 Years: S\$15, 3 years: S\$20
FSSC - 1 year: S\$300, 2 Years: S\$500, 3 years: S\$600

Please make your cheque payable to "ACM SIGGRAPH Singapore Chapter" and send it together with this form to:

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Singapore 639798

Please do not send cash by post.

If you have any queries, please e-mail the Honorary Treasurer at asftian@ntu.edu.sg.

I enclose herewith a cheque/cash for \$_____. A receipt is needed/not needed*.

Signature of Applicant

Date